Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 2003 10828640 **CLAIMS AS FILED - PART I** SMALL ENTITY **OTHER THAN** (Column 1) TYPE [(Column 2) **SMALL ENTITY** OR **TOTAL CLAIMS** RATE FEE RATE FEE OR BASIC FEE NUMBER-EXTRA 385.00 BASIC FEE 770.00 FOR NUMBER FILED G **TOTAL CHARGEABLE CLAIMS** minus 20= XS18= XS 9= OR INDEPENDENT CLAIMS minus 3 = X43= X86= OR MULTIPLE DEPENDENT CLAIM PRESENT +290= +145= OR * If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL OR TOTAL 3/4/05 **CLAIMS AS AMENDED - PART II OTHER THAN SMALL ENTITY** SMALL ENTITY OR (Column 2) (Column 3) (Column 1) HIGHEST CLAIMS ADDI-ADDI-⋖ REMAINING NUMBER PRESENT RATE TIONAL RATE TIONAL PREVIOUSLY **AFTER** AMENDMENT **EXTRA** FEE FEE PAID FOR AMENDMENT 20 \leftarrow Minus Total X\$ 9= X\$18= OR =-() Minus Independent X86= X43= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL TOTAL 2/1/06 OR ADDIT. FEE ADDIT, FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-NUMBER 8 REMAINING PRESENT RATE TIONAL RATE TIONAL AMENDMENT **AFTER PREVIOUSLY EXTRA** AMENDMENT FEE FEE PAID FOR U**Total** Minus X\$18= X\$ 9= OR Independent Minus X86= X43= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER **PRESENT** RATE TIONAL RATE TIONAL AMENDMENT **PREVIOUSLY** AFTER **EXTRA** AMENDMENT PAID FOR FEE FEE **Total** Minus X\$ 9= X\$18= OR Independent Minus • X43= X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +145= +290=

TOTAL

ADDIT. FEE

OR

OR

* If the entry in column 1 is less than the entry in column 2, write "0" in column 3.

"If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20,"

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

""If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3."